

Hunted

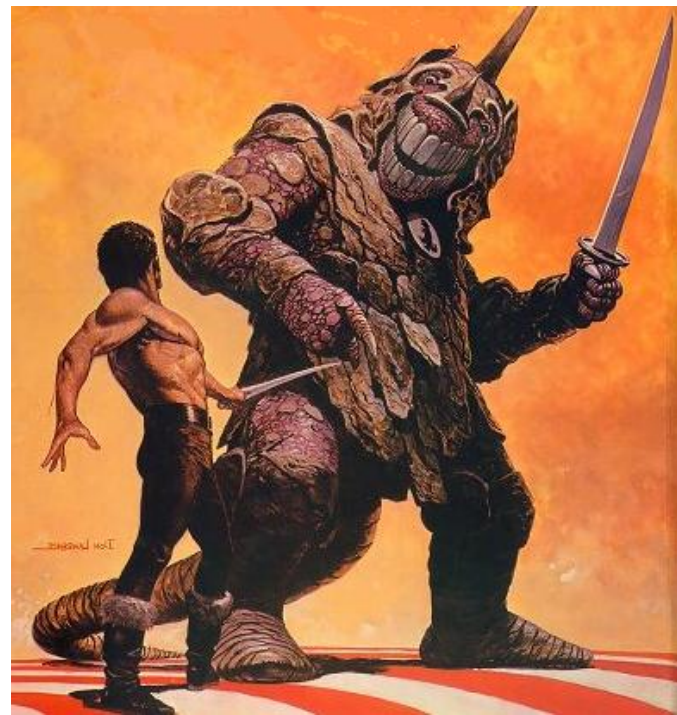
How do you survive and thrive when every creature is your predator?

Hunted is a role-playing game about people's struggle for survival, both as individuals and as a species. The world is savage and full of creatures, intelligent or not, that are hostile and dangerous to humans. Even the existing pockets of technology and civilization are not enough to ensure human safety or dominance.

Your character will be called to advance their home society by exploring, fighting competing species or acquiring lost technologies, among other tasks. However, even in this harsh environment human treachery and lust for power might constitute the most dangerous threat they'll face.

I designed the game to play out adventures like the ones in Dunn's *Storm* or in Segrelle's *Mercenary* comic series. The system combines pulp - but deadly - action with the feelings of danger, tension and accomplishment of the *Souls* games. The rules are simple to learn, yet difficult to master. Players' skills chiefly determine their successes - and ultimate survival.

In short, *Hunted* provides a *worthy challenge in a non-conventional, techno-medieval setting*.



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